Bally Astrocade Instructions for:

BOWLING Cartridge

1. Insert cartridge and press [RESET]
2. Choose #1 or #2 (from keypad or hand controller#1)
3. Set difficulty level (from keypad or hand controller#1)
4. Input number of players (1 to 4)

Moving the joystick up or down positions the ball.
Moving the joystick left or right aims the ball by moving the sight marker
(the ball will roll straight towards [and over] it).
Turning the knob puts a left hook on the ball (green marker below).
(The hook increases as the marker moves to the right).
[Sorry, there is no left hook for you left-handers]
Pulling the trigger rolls the ball (players use individual hand controls)
FLASHING BOWLING works the same as FLASH-O-MATIC
(that can be seen on the coin-op "Shuffle-Alleys" found in bars and taverns)
The "Flasher" gives strike and spare awards by its location.
When the ball touches a pin the flash stops strobing
(It does not resume on the second throw either [no DUAL FLASH]).
The highest scores are given by "freezing" the flasher at "dead center"
(The center of the alley gives 700 for a strike and 350 for a spare)
(NOTE) If you can get any kind of score out of the upper three difficulties
you are truly ready to BOWL FOR DOLLARS!!

Note: BOWLING had no official release

BOWLING instructions by Michael White
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